STAR WARS
GALAXIES®
STARTER KIT

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**SONY ONLINE
ENTERTAINMENT**

LUCASARTS

STAR WARS GALAXIES

STARTER KIT

TABLE OF CONTENTS

INSTALLATION & SETUP

Insert the CD (or double-click on the downloaded file) and follow the on-screen instructions. If the installer doesn't automatically launch, double-click on "My Computer" (on the desktop), then double-click on the CD (or download) icon. When the window opens, double-click on SetUp.exe to install the game.

You may need to disable virus-scanning software to install the game.

Every time you launch the game, you will need to agree to our End User Licensing Agreement / Terms of Service.

If you already have a Station Name and Password (perhaps created when you joined the starwarsgalaxies.com website), you can use these to login and create your account. If you don't have a Station Name, create a new account (see **Creating An Account**, below).

CREATING AN ACCOUNT

Whenever you launch *Star Wars* Galaxies (using a shortcut on your desktop or by selecting *Star Wars* Galaxies from your Start menu), the game will initiate the Launchpad. The Launchpad will ask for your Station Name and Password, and then automatically download any patches or updates. (*Star Wars* Galaxies is a constantly changing game.) If you don't yet have a Station Name, you can create one by choosing the New Account button.

You can use the Launchpad for:

- **Chat.** Discuss *Star Wars* Galaxies with other players.
- **Game Options.** Access a variety of performance and graphics options that allow you to do such things as change the game resolution, run the game in a window, or choose various audio features.
- **My Account.** Access New Accounts or manage an existing account.
- **Latest News.** Before you log in, view a webpage containing the lastest news about the game. After log in, check **News Headlines** in the Launchpad window.

WELCOME TO THE UNIVERSE!

You've enjoyed watching the *Star Wars* universe for years — now's your chance to live in that universe, to fight alongside Han Solo and Chewbacca, to smuggle goods for Jabba the Hutt, to defend Imperial stations from the ravages of the Rebels.

The Galactic Civil War rages on throughout space, as well as on the ground below. Rebel commanders fight for control against Imperial garrisons, trying desperately to sway allegiances and control the planet. Hard-fought battles rage on, with ownership of cities, in fact of whole worlds, held in the balance. There is a constant ebb and flow in every war, and worlds change hands from day to day between Imperial and Rebel control.

This is the universe that you have entered … one that is long, long ago and far, far away.

CREATING A CHARACTER

The first time you start playing the game, you log in with your Station Name and Password, and the "Select a Character" screen appears.

- Click on the "Create" button in the lower right corner of the Select a Character window.

- The first choice you make is which Galaxy (server) your new character will play in, and the game suggests a good Galaxy. (If you want to choose another Galaxy, use "Change Galaxy" to do so.)

In general, when you've made your choices on a screen, you click on the "Next" button (lower right) to go to the next screen. (Click on the "Back" button, lower left, to return to a previous choice.)

CHARACTER CREATION

On the first screen, you choose your character's species, gender, clothing and name.

Species. You may select any of the ten species pictured in the window. If you want to know more about any of the species, click on its picture and the window in the upper left gives you a brief description.

Gender. Male or **Female**. The male and female characters of a species have identical base stats.

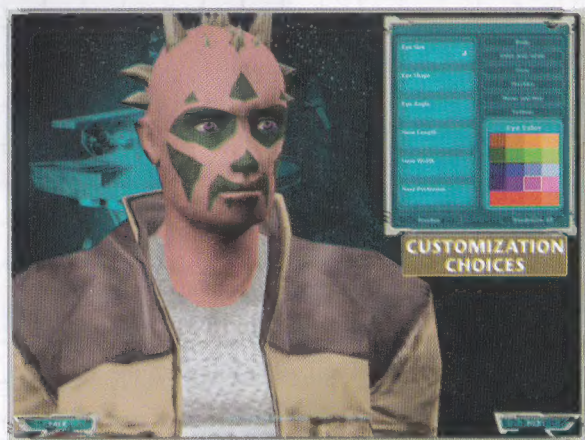**Clothing. Casual**, **Outdoors**, **Comfortable**, **Military**, **Elegant**, **Utilitarian**. This choice (like the gender choice), is purely visual — none of these clothes affect your character's ability to play.

Name. You may type in a name and surname (Wookiees only have one name), or you can have the game generate a name for you.
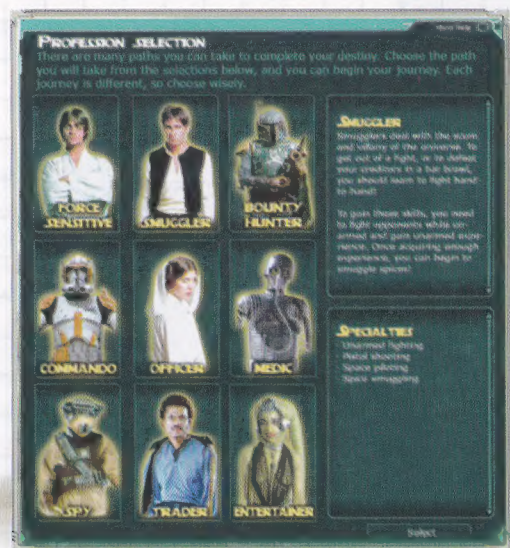
Randomize Appearance. If you want the game to decide your overall appearance, click this button.

Randomize Character. If you want the game to choose a character for you totally at random, click this button.

Customization. Now you can fine-tune your new character — we won't try to list all the options available, but notice that they change for each species. For example, you can choose a Wookiee's fur color and pattern, and a Zabrak's tattoos and horns.

Profession. With the New Player Experience, your new character chooses one of nine professional paths. Click on a profession and get a description and a list of key skills in the right-hand boxes. When you've clicked on the professional path you want for your character, go to the next screen.

PROFESSION PROGRESSION

Once you've created your character, you are immediately met by C-3PO, Han Solo and Chewbacca, and they need your help. Play through their escape, and you're on your way!

As you play *Star Wars* Galaxies, your character earns experience, becoming stronger and more skillful. Every time you achieve a new level, you learn one or more new skills. Many of these are combat skills, but others (depending on which profession you chose) allow you to craft equipment, heal others and collect useful resources.

I'll also tell you what you need to know as you play through the game.

To explore what skills you will learn as your character grows, select "Profession" on the Menu button. The glowing red arc illustrates how far along you are on your current level. The icons along the arc illustrate the skills you wiil learn at each level. The icon on this arc with a bright white border marks your newest set of skills — the ones you will learn when the inner arc reaches a new level.

To learn more about any of these skills, click on a skill box and read the information on the right side of the window.

Novice Marksman

New to the ways of the pugilistic arts, the NOVICE MARKSMAN will hone his skills in many forms of combat to lay the ground work of knowledge the Commando will one day utilize to become a true heavy hitter of battle. The first step in this journey is learning how to handle some heat.

- Basic Camp Kit
- Lacepsoina Dart
- Wire Mesh Trap
- Noise Maker
- Stink Bomb

COMMANDO TRAINEE

PHASE 1 ►

INTERFACE

COMBAT ROLE, COMBAT LEVEL, HAM BAR

When you're playing with other characters, they can all see three things — your HAM bars, your Combat Role and your Combat Level. Combat Role displays any of a set of icons designed to show what your responsibility is during grouped combat.

Your HAM bars show your Health, Action and Mind status.

QUEST HELPER

This box tells you what the next step is on your current quest. The arrow at the left end points to the next place you need to be. (If the arrow is green, you need to go up or down a level.) A green number at the right end of the box tells you how far away your next objective is.

If you want to know about another quest, select your Journal (using the Menu button), and select the quest you're interested in. The Quest Helper changes to list the quest you just selected.

JOURNAL [J]

Your Journal lists all of your quests. Select a quest here to get its description in the bottom half of this window.

DATAPAD 🄿

Click a tab to get that window:

- **Waypoints** you've found

- **Data.** Deeds to vehicles (including spaceships) and pet ownership certificates

- **POI.** Points of Interest on your current planet or star system

- **Draft Schematics**, needed if you're going to craft new items

INVENTORY 🄸

The main panel shows every item you have, plus your cash on hand and in the bank. The left panel gives a description of any item you select. The right panel shows how you look when wearing or holding an item. "Change View" toggles the main panel between a list of pictures and a list that can be sorted in several ways. (To toggle either side panel on or off, click on the arrows in the upper left and right corners of the Inventory window.)

OPTIONS 〇

This is where you can change just about any aspect of how the game looks, including which keys trigger which actions.

COMMAND BROWSER ⟨;⟩

AVAILABLE COMMANDS

Use this window to customize your Activities Bar(s). Drag any icon you want from the Command Browser to an Activities Bar slot.

MENU BUTTON ⟨Esc⟩

Click on the Menu Button to select a window you need.

Planet Map
Profession
Inventory
Datapad
Character
Mail
Options
Community
Commands

RADIAL MENU

When you left-click a character, a blue circle appears with several choices arranged around it. Select the appropriate choice to talk, examine, loot, trade, group, duel, heal, teach your language or anything else that is available to you.

ACTIVITIES BAR

Put commands and special abilities in the Activities Bar so you can use them with a quick keystroke. You can change any action by using the pointer to click and drag the icon to another slot, or simply right-click and choose "Remove."

You can also drag items to Activities Bar slots. To quickly switch weapons, open your inventory, click on a weapon, and drag it to an open slot. Now when you press that key, your character equips that weapon. The same can be done with stimpacks or tools or anything else you can "Use."

Finally, there are six sets ("panes") of Activities Bar slots. Press [Ctrl][Tab] to flip through the panes. You can also use the pointer to drag the bottom of the Activities Bar down so you have two panes showing. If you place commands in that second pane you must use [Shift][1] (etc.) to use those commands.

Activities Bar Pane 1-6
[Ctrl][1] – [Ctrl][6]
Next Activities Bar Pane
[Ctrl][`]
Previous Activities Bar
Pane ...... [Ctrl][Tab]

MOVEMENT

To move forward, press [W].

To move backwards, press [S].

To move to the left or right, press [A] or [D].

You can move and turn at the same time.

COMBAT

When you run your mouse over a potential foe, the circle to the right of its name indicates its strength relative to yours:

- **Gray**. Very easy to defeat.
- **Green**. Easy to defeat.
- **Blue**. Slightly below your skill level.
- **White**. About your skill level.
- **Yellow**. Slightly above your skill level.
- **Red**. Very hard to defeat.
- **Purple**. Guaranteed death. You will not win this battle alone.

To attack:

- click on a foe when the crosshairs are red
- look at a foe (crosshairs turn red), choose a special attack icon from the Activities Bar by pressing a number key on your keyboard, and right click.

To continue an attack:

- continue to click on your target
- hold down the left mouse button

To intersperse special attacks (from your Activities Bar) with regular attacks, select the number of the special attack icon and right-click on your target. Continue to left-click when not making special attacks.
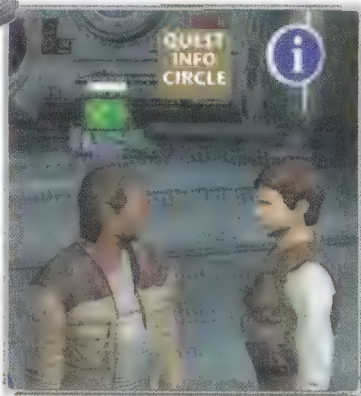
QUESTS

Many of the NPCs (Non-Player Characters) that you meet on Tansarii Point Station can give you quests. Quests are useful ways to earn experience and to explore.

🛈 Any NPC (Non-Player Character) with a blue circle floating over his head can give a quest.

To get a quest, click on the NPC. Talk to the NPC until you're offered a quest, and then accept it. (Note that there are some quests that your character can't take; for example, a bounty hunter can't take a quest for entertainers.)

Most quests have multiple steps. The next step in your current quest will always be displayed in the Quest Helper (and in your Journal). When you complete a quest, you receive a reward — experience, cash or even useful items.

A CHARACTER PLAYED BY A PLAYER IS CALLED A "PC" (PLAYER CHARACTER). ANY OTHER CHARACTER IS AN "NPC" (NON-PLAYER CHARACTER).

This window shows messages, commands and chat as they happen around you. Later in the game, the tabs on the top of the window will be able to call up different chat channels; you can swap between them to control what you see.

Sending a message. To "say" something, first hit [Enter], then type your message. Hit [Enter] to send it.

To send a message only to one specific person, first type "/tell <character's first name>" and then your message.

GROUPS

Some targets are just too big to tackle on your own. When that happens, you want to be part of a group. To form a group, first click on another player character (you can't group with NPCs), then select "Group" from the Radial Menu. You can have up to eight characters in a group.

STARSHIPS

1 **Pilot/Group Stats.** Lists your status and the status of anyone grouped with you.

2 **Comms, Chat and Mission Updates**

3 **Sensor Display.** You can't attack White targets. Red targets are aggressive; yellow aren't.

4 **Shield Sensor (blue arcs).** The current strength of front and back shields.

5 **Armor Sensor (red arcs).** The current strength of your external armor.

6 **Activities Bar**

7 **Ship Status Flyout Icons.** Mouse over each one to get the status of that ship's system.

8 **Target Status.** Displays your current target's name and type, and the status of the specific component you are currently targetting.

9 **Target Icons.** Icons that indicate how you can interact with your current target — Inspect, Dock, Attack and so forth.

10 **Direct Targeting Area.** Press X to target a ship within this purple circle.

11 **Booster Status**

12 **Ship Speed**

13 **Weapon Capacitor Energy**

14 **Mission Critical Brackets.** These appear around targets that are critical to your current mission.

15 **Current Target Brackets.** These appear around your current target.

16 **Red Lead Indicator.** Indicates where to fire to hit your current target.

17 **Menu Button**

18 **Quest Helper**

SPACE COMBAT

In most cases, combat is simply a matter of being able to line up your target in your sights and opening fire at the right time. A complete list of key commands is on the **Quick Key Guide**, so we won't list many here.

A common tactic as you choose your target is to cycle through all targets ([Tab]), player-piloted enemies ([Z] or all enemies ([T]). A blue arrow points to your current target; follow the arrow until your target appears in your field of view and then fire at it. Aim for the small red crosshairs just in front of the target's movement. This Lead Indicator predicts your target's trajectory and helps you "lead" your target.

DESTROYING AN ENEMY

When you destroy an enemy ship you automatically receive:

- Starship combat experience
- Any credits that the enemy pilot was carrying
- Any credits stored in the cargo hold (for ships with cargo holds)
- Any loot equipment the enemy was carrying

ALL CREDIT AND LOOT ARE AUTOMATICALLY TRANSFERRED INTO YOUR INVENTORY.

DISABLED COMPONENTS

As you fight, an enemy might destroy your outer shields and armor. Any damage that gets past is applied directly to your ship's engines, weapons and other internal systems. If you think you might have taken component damage, check using the flyout icons (#7 on page 13).

Damage to different systems causes different effects; for example, if your engine is damaged, you fly and turn more slowly. If you take enough damage, your may start to lose systems completely. For example, if your engine is disabled, you can no longer move; if your weapon capacitor is destroyed, you can no longer charge your weapons.

REPAIRING YOUR STARSHIP

If your ship takes enough damage, it is destroyed (at least temporarily). You eject and appear at the nearest neutral or friendly station. The remains of your ship are also towed into that station. You have a few choices at this point.

Repairing at the station:

1. Communicate with the station.
2. Tell the station commander that you want to Repair your ship.
3. If you can pay the fee, it is repaired.

Repairing on the ground:

(You must have the appropriate repair kit for the component that is damaged. An Engine Repair Kit can not help a damaged weapon capacitor.)

1. Go to the starport where you parked your ship.
2. Go to the Starship Terminal and activate it.
3. Select your ship; select "Manage Ship Components"
4. Drag the appropriate repair kit (left-side menu) to the damaged starship component (center pane) to fix it.
5. Once you are finished repairing components, you can close this window or immediately launch into space.

HEADING HOME

Once you finish a mission and are ready to meet your Trainer, you must first dock with a space station.

1. Open the Space Zone Map ([N]).
2. Choose a Space Station from the list of stations on the Space Zone Map.
3. Right-click on the Space Station and select "Create Waypoint."
4. Close the Space Zone Map.
5. Fly to the new waypoint.
6. Target the station ([C]).
7. Talk to the station master (through his comm window).
8. Request permission to land.
9. The station provides a list of possible landing zones; select one to trigger the automatic landing sequence.

When you've landed where your Trainer is, go to him for your reward. You can also talk to him to get another mission.

GAME SUPPORT

For the latest information on updates and events, please visit the *Star Wars* Galaxies: An Empire Divided official web site at:

www.starwarsgalaxies.com

We offer a variety of ways to help you solve problems both in the game and out.

IN-GAME HELP

If you need help while in the game, press H. This brings up the Holocron, a guide that answers general questions about the game. You can find more specific information by pressing the Customer Service button in that window. This brings up the in-game Knowledge Base where you can enter text to search for solutions to common issues.

If you're unable to find a resolution to your issue, press the New Ticket button in the bottom of any article. This will allow you to write a message (commonly called a "ticket" or "petition") to our staff of Customer Service Representatives. Since tens of thousands of players are usually online at the same time, CSRs may be responding to other players' tickets. Your ticket is put in a queue as soon as you submit it, and will be dealt with by the first available CSR.

Select the Open Ticket tab to review or delete any open requests you have made. This is also where you will see messages from the Customer Service Representative and where you can give further information if requested. Be patient and your problems will be solved if they fall within the rules of the game.

OUT-OF-GAME SUPPORT

If you have questions regarding technical issues or your account and/or billing (i.e., Registration, Password Recovery, Subscribing, Cancellation and so forth), please contact Sony Online Entertainment Customer Service by one of the following methods:

Search Our Knowledge Base. You can visit our Knowledge Base while out of the game for a comprehensive auto self-help system that is up to date with the latest information and issues located at:

www.station.sony.com/kb

Live Chat. To chat with a Live Representative through the web site, please use our Live Chat feature: www.station.sony.com/en/instantchat.jsp

Live Chat hours are 9:00 AM to 6:00 PM (Pacific Time), Monday through Friday.

Phone Support. If you require additional support, please contact

Sony Online Entertainment between 9:00 AM and 1:30 PM or between 3:30 PM and 6:00 PM (Pacific Time), Monday through Friday, at (858) 790-7827 (STAR).

E-Mail Support. You may also reach us by e-mail at:
swgsupport@soe.sony.com

Please specify the nature of your inquiry in the subject of your e-mail (i.e., technical issue, account issue, billing issue, issue, ingame bug). A Customer Service Representative will respond to your e-mail as quickly as possible.

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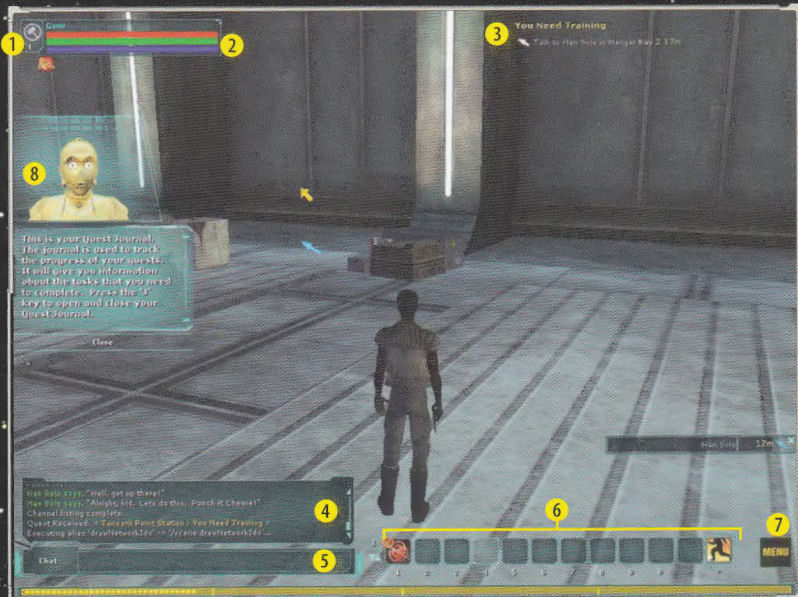
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HEADS-UP DISPLAY (described on pp. 7-10)

① **Combat Role / Level.** What role you play in combat, and your combat level (primarily useful for other group members)

② **HAM Bars.** Displays your current Health, Action and Mind status.

③ **Quest Helper.** Points toward your next step.

④ **Chat Window.** Displays recent nearby discussion and events.

⑤ **Chat Input.** Displays what you are preparing to say.

⑥ **Activities Bar.** Displays the special actions you can take.

⑦ **Menu Button.** When clicked, presents list of useful windows.

⑧ **Comm Window** gives you help on how to play the game.

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